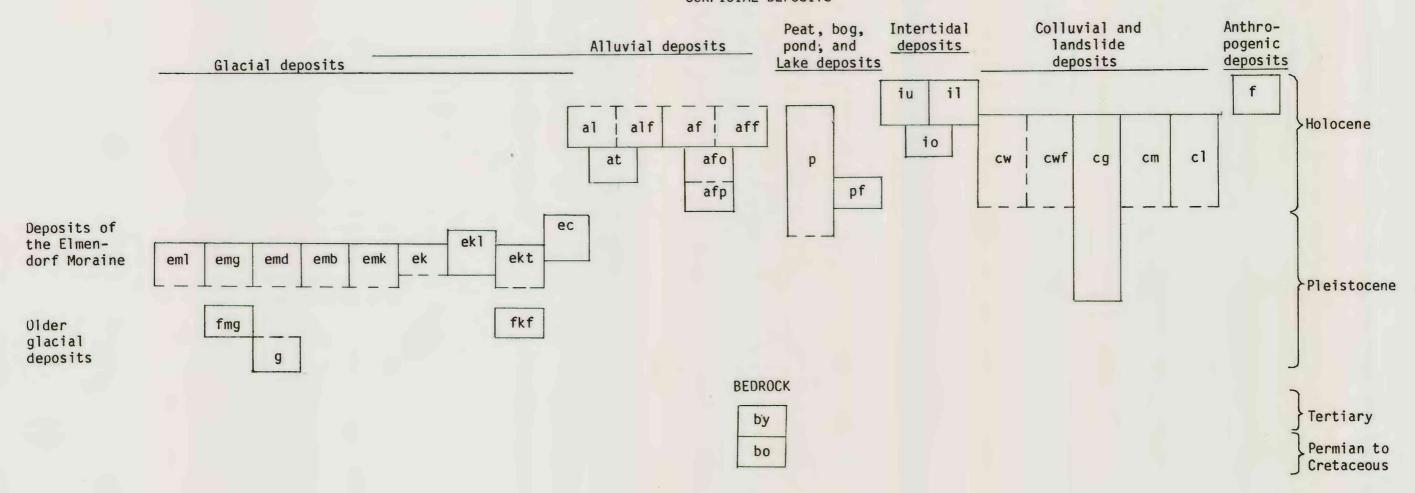
CORRELATION OF MAP UNITS

SURFICIAL DEPOSITS



EXPLANATION

[Description of map units is given in text]

	GLACIAL DEPOSITS OF THE ELMENDORF MORAINE (LATE PLEISTOCENE)		INTERTIDAL DEPOSITS (HOLOCENE)
eml	In lateral moraines	il	Modern lower intertidal deposits
emg	In ground moraine	iu	Modern upper intertidal deposits
emd	In ground moraine with well developed drumlin form	io	Older intertidal deposits
emb	In ground moraine that may thinly cover bedrock		
emk	In ground moraine that includes some kame deposits	COLLUVIAL (INCLUDING LANDSLIDE) DEPOSITS (HOLOCENE AND PLEISTOCENE)	
ek	In kames, locally including eskers	CW	On bluff walls along Knik Arm and tributary valleys
ekl	In kames of generally low relief	cwf	Fine-grained colluvium on bluff walls
ekt	In kame terraces	cg	Mixed colluvial and glacial deposits
ec	In meltwater channels	cm	Colluvial deposits derived from moraines
		cl	Landslide deposits
	OLDER GLACIAL DEPOSITS (PLEISTOCENE)	CI	Lanastrae deposites
fmg	In ground moraine of the Fort Richardson moraines		ANTHROPOGENIC DEPOSITS (HOLOCENE)
fkf	In kame fans related to the Fort Richardson moraines	f	Engineered fill and areas extensively reworkedby earthmoving
g	In stratigraphic exposures not readily related to surface moraines		equipment
3			
	ALLUVIAL DEPOSITS (HOLOCENE)		BEDROCK
al	Along modern streams and in lowest terraces	by	Younger rocks (Tertiary)
alf	Along some minor streams, fine grained	bo	Older rocks (Permian to Cretaceous)
at	In terraces		
af	In alluvial fans		
aff	In alluvial fan, fine grained		OTHER SYMBOLS
afo	In older alluvial fan		ContactApproximate, inferred, or indefinite
afp	In principal alluvial fan along Peters Creek		
			RoadApproximate alignment of road constructed after
	PEAT, BOG, POND, AND LAKE DEPOSITS (HOLOCENE AND PLEISTOCENE)		development of base map
р	Peat, bog, and pond deposits		
pf	Lake deposits of a possible lake along Fire Creek Valley	1111111	ChannelAbandoned glacial meltwater channel cut into bedrock or other geologic material and not mapped separately